Research Product 95-07

DTIC
SELECTED
APR 0 3 1995
G

Reserve Component Virtual Training Program

Orientation Guide

March 1995
Armored Forces Research Unit
Training Systems Research Division

U.S. Army Research Institute for the Behavioral and Social Sciences

public release; distribution is unlimited.

19950328 115

U.S. ARMY RESEARCH INSTITUTE FOR THE BEHAVIORAL AND SOCIAL SCIENCES

A Field Operating Agency Under the Jurisdiction of the Deputy Chief of Staff for Personnel

EDGAR M. JOHNSON
Director

Research accomplished under contract
for the Department of the Army

BDM Federal, Inc.

Technical review by

Major Gary A. Harber
Ronald E. Kraemer

Accesion For
NTIS CRA&I [X]
DTIC TAB [ ]
Unannounced [ ]
Justification .....
By .....
Distribution /
Availability Codes
Dist | Avail and / or Special
A-1

NOTICES

FINAL DISPOSITION: This Research Product may be destroyed when it is no longer needed. Please do not return it to the U.S. Army Research Institute for the Behavioral and Social Sciences.

NOTE: This Research Product is not to be construed as an official Department of the Army position, unless so designated by other authorized documents.

REPORT DOCUMENTATION PAGE

Form Approved
OMB No. 0704-0188

Public reporting burden for this collection of information is estimated to average 1 hour per response, including the time for reviewing instructions, searching existing data sources, gathering and maintaining the data needed, and completing and reviewing the collection of information. Send comments regarding this burden estimate or any other aspect of this collection of information, including suggestions for reducing this burden, to Washington Headquarters Services, Directorate for Information Operations and Reports, 1215 Jefferson Davis Highway, Suite 1204, Arlington, VA 22202-4302, and to the Office of Management and Budget, Paperwork Reduction Project (0704-0188), Washington, DC 20503

1. AGENCY USE ONLY (Leave blank)	2. REPORT DATE	3. REPORT TYPE AND DATES COVERED
	1995, March	Final Jun 93 - Oct 94

4. TITLE AND SUBTITLE
Reserve Component Virtual Training Program (RCVTP)
Orientation Guide

5. FUNDING NUMBERS
MDA903-92-D-0075-0013
63007A
793
2124
R01

6. AUTHOR(S)
Turecek, Jack L. (BDM); Campbell, Charlotte H. (HumRRO);
Myers, William E. (BDM); Garth, Timothy H. (PRC)

7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES)
BDM Federal, Inc.
1801 Randolph Street, S.E.
Albuquerque, NM 87106
(Continued)

8. PERFORMING ORGANIZATION REPORT NUMBER
--

9. SPONSORING / MONITORING AGENCY NAME(S) AND ADDRESS(ES)
U.S. Army Research Institute for the Behavioral and Social Sciences
ATTN: PERI-IK
5001 Eisenhower Avenue
Alexandria, VA 22333-5600

10. SPONSORING / MONITORING AGENCY REPORT NUMBER
ARI Research Product 95-07

11. SUPPLEMENTARY NOTES
Contracting Officer's Representative, Billy L. Burnside.

12a. DISTRIBUTION / AVAILABILITY STATEMENT
Approved for public release;
distribution is unlimited.

12b. DISTRIBUTION CODE
--

13. ABSTRACT *(Maximum 200 words)*

This Orientation Guide acquaints leaders of Armor, Mechanized Infantry, and Cavalry units with the Reserve Component Virtual Training Program (RCVTP). Additionally, it provides leaders with sufficient information to enable them, in coordination with the Fort Knox RCVTP Observation/Controller (O/C) team, to decide on the type of simulation to use and the echelon and level of training to conduct during an Inactive Duty Training (IDT) or Active Training (AT) period at Fort Knox.

14. SUBJECT TERMS		15. NUMBER OF PAGES
Reserve component	Armor training	54
SIMNET	Army National Guard	16. PRICE CODE
Janus	Battalion training	--

17. SECURITY CLASSIFICATION OF REPORT	18. SECURITY CLASSIFICATION OF THIS PAGE	19. SECURITY CLASSIFICATION OF ABSTRACT	20. LIMITATION OF ABSTRACT
Unclassified	Unclassified	Unclassified	Unlimited

ARI Research Product 95-07

7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES)

Human Resources Research Organization
66 Canal Center Plaza
Alexandria, VA 22314

PRC Inc.
1500 PRC Drive
McLean, VA 22102

Research Product 95-07

Reserve Component Virtual Training Program Orientation Guide

Jack L. Turecek
BDM Federal, Inc.

Charlotte H. Campbell
Human Resources Research Organization

William E. Myers
BDM Federal, Inc.

Timothy H. Garth
PRC Inc.

Armored Forces Research Unit
Barbara A. Black, Chief

Training Systems Research Division
Jack H. Hiller, Director

U.S. Army Research Institute for the Behavioral and Social Sciences
5001 Eisenhower Avenue, Alexandria, Virginia 22333-5600

Office, Deputy Chief of Staff for Personnel
Department of the Army

March 1995

Army Project Number
2O363007A793

Training Systems and Education

Approved for public release; distribution is unlimited.

FOREWORD

Reserve Component units have an increasingly important role in the force. These units continually face the challenge of training with time and resource limitations. To help meet this challenge, Congress provided Fiscal Year 1993 research and development funding for establishing a Reserve Component Virtual Training Program (RCVTP) at Fort Knox, Kentucky. The intent of this program is to provide structured, compressed training for Army National Guard (ARNG) armor units using available simulation technologies.

The U.S. Army Research Institute for the Behavioral and Social Sciences (ARI), the Advanced Research Projects Agency (ARPA), the National Guard Bureau (NGB), the U.S. Army Armor Center (USAARMC), and Fort Knox joined efforts (Memorandum of Agreement entitled "National Guard Armor Simulation Center," April 1993) to develop and implement the RCVTP. The ARI Armored Forces Research Unit at Fort Knox accomplished training research and development for the RCVTP through a contract effort entitled "Simulation-Based Multiechelon Training Program for Armor Units (SIMUTA)," as part of the Research Task entitled "Strategies for Training and Assessing Armor Commanders' Performance with Devices and Simulations (STRONGARM)."

This Orientation Guide acquaints leaders of Armor, Mechanized Infantry, and Cavalry units with the RCVTP. Additionally, it provides leaders with sufficient information to enable them, in coordination with the Fort Knox RCVTP Observer/Controller (O/C) team, to decide on the type of simulation to use and the echelon and level of training to conduct during an Inactive Duty Training (IDT) or Active Training (AT) period at Fort Knox.

EDGAR M. JOHNSON
Director

RESERVE COMPONENT VIRTUAL TRAINING PROGRAM ORIENTATION GUIDE

CONTENTS

	Page
PURPOSE OF THE ORIENTATION GUIDE	1
BACKGROUND OF THE RESERVE COMPONENT VIRTUAL TRAINING PROGRAM	1
PURPOSE OF THE RESERVE COMPONENT VIRTUAL TRAINING PROGRAM	1
COMPONENTS OF THE RESERVED COMPONENT VIRTUAL TRAINING PROGRAM	2
Training Systems	2
Observer/Controllers (O/C)s	4
Exercises/Tables	5
Take Home Package (THP)	6
EXERCISE/TABLE SELECTION	6
DESCRIPTIONS OF PLATOON EXERCISES/TABLES	7
Armor Platoon	7
Mechanized Infantry Platoon	12
Scout Platoon	16
DESCRIPTIONS OF ARMOR COMPANY AND COMPANY/TEAM EXERCISES/TABLES	20
Difficulty Levels	21
Exercise Descriptions	21
Manning Levels	24
ARTEP-MTP Tasks	24
References	24

CONTENTS (Continued)

Page

DESCRIPTIONS OF CAVALRY TROOP EXERCISES/TABLES 25

Difficulty Levels 26
Exercise Descriptions 26
Manning Levels 28
ARTEP-MTP Tasks 29
References 29

DESCRIPTIONS OF ARMOR BATTALION AND ARMOR TASK FORCE EXERCISES 30

Exercise Descriptions 31
Manning Levels 31
ARTEP-MTP Tasks 33
References 34

OBSERVER/CONTROLLER VISIT TO THE UNIT 34

TRAINING SCHEDULE PREPARATION 35

FORT KNOX POINTS OF CONTACT (POCs) 36

APPENDIX A. OBSERVER/CONTROLLER TEAM STRUCTURE A-1

B. TRAINING SCHEDULES B-1

LIST OF FIGURES

Figure 1. RCVTP training exercises/tables 5

2. Relative difficulty levels of armor platoon RCVTP exercises/tables 7

3. Crosswalk of tasks trained in each armor platoon RCVTP exercise/table 11

4. Relative difficulty levels of mechanized infantry platoon RCVTP exercises/tables 12

			Page
Figure	5.	Crosswalk of tasks trained in each mechanized infantry platoon RCVTP exercise/table	16
	6.	Relative difficulty levels of scout platoon RCVTP exercises/tables	17
	7.	Crosswalk of tasks trained in each scout platoon RCVTP exercise/table	20
	8.	Relative difficulty levels of armor company and company/team RCVTP exercises/tables	21
	9.	Crosswalk of tasks trained in each armor company or company/team RCVTP exercise/table	25
	10.	Relative difficulty levels of cavalry troop RCVTP exercises/tables	26
	11.	Crosswalk of tasks trained in each cavalry troop RCVTP exercise/table	30
	12.	Manning levels	32

RESERVE COMPONENT VIRTUAL TRAINING PROGRAM ORIENTATION GUIDE

SECTION I

Purpose of the Orientation Guide

The purposes of this Orientation Guide and the accompanying video tape, *Intro to Reserve Component Virtual Training Program (RCVTP)*,[1] are twofold. The first is to acquaint leaders of Armor, Mechanized Infantry, and Cavalry units with the Reserve Component Virtual Training Program (RCVTP). The second is to provide leaders with sufficient information to enable them, in coordination with the Fort Knox RCVTP Observer/Controller (O/C) Team, to decide on the type of simulation to use, along with the echelon and level of training to conduct during an Inactive Duty Training (IDT) or Active Training (AT) period at Fort Knox.

SECTION II

Background of the Reserve Component Virtual Training Program

Congress, recognizing the increasing role of Reserve Component (RC) maneuver units in the force mix and the resource limitations and training challenges they face and will continue to face in the future, authorized and funded the establishment of the RCVTP at Fort Knox, Kentucky (National Defense Authorization Act, FY 1993). The program was established to develop and implement innovative, multiechelon training using existing simulation and simulator technologies to train combined arms maneuver units, focusing on Army National Guard (ARNG) armor units.

SECTION III

Purpose of the Reserve Component Virtual Training Program

The RCVTP, which includes both the virtual environment of Simulation Networking (SIMNET) and Janus constructive simulation, is a comprehensive, simulation-based program designed to provide structured, multiechelon, collective training to ARNG armor battalions/ task forces; battalion-level staffs; armor companies and company/teams; cavalry troops; and armor, mechanized infantry, and scout platoons. The program incorporates combat critical tasks derived from Army Training and Evaluation Programs (ARTEPs) and other training

---

[1] If the Intro video tape was not provided with this Guide, contact the RCVTP Observer/Controller (O/C) Team (see Section XII) or your supporting Training Support Center (TSC) to request a copy. The TVT number is 17-187.

publications into scenarios that can be exercised using the current and emerging technologies of SIMNET and Janus. Although initially designed for RC units, the program can be utilized by active component (AC) units, subject to the availability of O/Cs and simulators/ simulations.

The RCVTP is a "turn key" operation in which (a) training scenarios, complete operations orders, and support packages are prepared and provided in advance to the participating unit; (b) units execute the orders that have been prepared and issued to them; (c) after action reviews (AARs) are conducted by qualified O/Cs; and (d) take home training packages (THPs) are prepared and provided to the training unit following the conduct of training. Other than familiarization with the advance materials and preparation required in advance of an RCVTP training exercise, planning and support requirements for the participating unit are minimal. The emphasis in the RCVTP is on the execution phase of training in order to maximize the use of available training time. While most units will participate in the RCVTP during an IDT period, it can also be used during a unit's AT period at Fort Knox.

Tactical training in simulation provides participants the opportunity to conduct repeatable force-on-force exercises, enhances training to standard, and reinforces fundamental skills necessary for quick reaction to tactical situations. All of this is designed to maximize the effectiveness and efficiency of the limited time RC units have available to conduct training.

SECTION IV

Components of the Reserve Component Virtual Training Program

The RCVTP consists of four components that are described in the following paragraphs.

- Training Systems
- Observer/Controllers (O/Cs)
- Exercises/Tables
- Take Home Packages (THPs)

Training Systems

Simulation Networking (SIMNET)

SIMNET is a local area network of simulators and computers supporting simulation of combined arms operations. It simulates many, but not all, real-world combat, combat support (CS), and combat service support (CSS) systems. *In the RCVTP, SIMNET is used to train platoons, companies/troops, and battalions.*

SIMNET includes combat vehicle simulators representing the M1 Abrams tank, the M2 Bradley fighting vehicle (BFV), and the M3 Cavalry fighting vehicle (CFV). Currently, there are 41 M1 simulators and 13 M2/M3 simulators at the Fort Knox Mounted Warfare Simulation Training Center (MWSTC). Each simulator is a separate module with space for all crew positions. SIMNET's simulators are modeled after, but do not duplicate, the interiors of M1 and M2/M3 vehicles. Most of the controls, switches, and displays found on actual vehicles are included in the simulators, but only selected ones are operational. Details on operating the simulators are contained in the operator's manuals that will be provided to RCVTP participating units by the O/C Team.

The simulators operate in closed-hatch mode on a battleground created by computers. The simulated vehicles appear on the SIMNET battleground. Crew members see computer-generated views and hear computer-generated sounds that create the illusion of operating actual vehicles over real terrain. The terrain includes many man-made and natural features, although the terrain is smooth relative to the real world.

Intercom systems and radios are provided to support communications within and between simulators. Weapons systems and their effects are represented so that simulators can kill and be killed. The simulators operate under constraints that are similar to those affecting real vehicles; that is, simulators can break down or run out of fuel and ammunition.

Mock-ups of a Main Command Post (CP) and Combat Trains Command Post (CTCP) are part of SIMNET battalion exercises. These facilities appear on the simulated terrain, but personnel inside them do not see the SIMNET battleground. Main CP and CTCP personnel can communicate with personnel in combat vehicle simulators using radios that represent tactical FM radio networks. Fire support is controlled from microcomputer stations by a member of the O/C Team. Logistical and maintenance support is controlled from a microcomputer station collocated with the CTCP.

SIMNET includes additional features designed to support training. Semi-automated forces (SAF) capability is available to simulate either friendly or hostile combat elements. Opposing forces for all exercises, platoon through battalion, are represented by SAF, controlled by members of the O/C Team. Members of the O/C Team also play the roles of the higher level unit commander and staff.

Janus Mediated Staff Exercise (JMSE)

JMSE, the second RCVTP training system, is designed to train staff sections in operations, coordination, and synchronization. It utilizes Janus technology, operated by O/C Team members, to drive events in the Main CP and CTCP which are staffed by the participating unit. The interactive mode of operation allows commanders and staffs to emphasize the decision-making process and enforce battlefield operating systems (BOS) synchronization. The results of battle engagements are determined by using hit and kill probabilities.

The O/C Team members, acting as company commanders, the scout platoon leader, and other supporting elements, fight the battle using networked work stations. In fighting the battle, they adhere to the operations order (OPORD) provided by the O/C Team and/or fragmentary orders (FRAGOs) they receive during the battle from the participating unit's commander and/or his staff. Fire support and logistical and maintenance support are also controlled from work stations, all operated by members of the O/C Team. Units have the option to use actual unit commanders and 1SGs instead of O/C Team members to send reports to the Bn/TF Cdr, main CP and CTCP.

JMSE training for the staff occurs in a Main CP and a CTCP. Personnel in the Main CP and CTCP communicate with company commanders, the scout platoon leader, and other supporting elements--all played by members of the O/C Team--using radios that represent tactical FM radio networks.

Like SIMNET, RCVTP JMSE includes features designed to support training while minimizing unit support requirements. Opposing forces are controlled by members of the O/C Team. The O/C Team members also play the roles of the brigade commander and his staff.

Commanders and staffs of participating units must consider all aspects of employing their forces just as they would in actual combat. The commander and his staff must consider mission, enemy, terrain, troops, and time available (METT-T) and each BOS, and fully synchronize the plan. JMSE offers a unique capability for staff command and control training, information processing, battle analysis, and AARs.

Observer/Controllers (O/Cs)

The second component of the RCVTP is the O/C Team. The Team consists of members of America's Army--soldiers in the ranks of SFC to LTC, both active and reserve component, and Department of the Army civilians who are either retired military or have a great deal of military experience. Each O/C has successfully served in the position he will observe. All Team members are full-time O/Cs, totally dedicated to supporting units participating in the RCVTP. A diagram of the O/C Team structure is at Appendix A.

The O/C Team provides the following assistance and support to units participating in the RCVTP:

- An RCVTP Point of Contact (POC)
- Assistance in selecting training exercises/tables
- Assistance in preparing IDT and AT training schedules
- Delivery of the materials listed in Section X (O/C Visit to Unit)
- Recommendation on how best to prepare for RCVTP training
- Training overhead support during training
- Conduct of AARs
- Take home training packages (THPs)

Exercises/Tables

The third component of the RCVTP is the training exercises/tables, which include AARs. There are 105 RCVTP exercises/tables, platoon through battalion, shown in figure 1. Exercises/tables at the different echelons are related, in that they use the same offensive scenario (Movement to Contact), and defensive scenario (Defend in Sector), and are conducted on the same terrain, the National Training Center (NTC).

Type & Echelon	Simulator/ Simulation	Number of Exercises	Number of Exercises or Tables	Time per Exercise or Table*	Versions
Armor Platoon	SIMNET	6	18	2 Hours	Fully Manned
Mech Inf Platoon	SIMNET	6	18	2 Hours	Fully Manned
Scout Platoon	SIMNET	4	12	2 Hours	Fully Manned
Armor Company	SIMNET	6	18	2 Hours	Blue SAF/Fully Manned
Company/Team	SIMNET	6	18	2 Hours	Blue SAF/Fully Manned
Cavalry Troop	SIMNET	4	15	2 Hours	Fully Manned
Battalion	SIMNET	2	2	(1)	Blue SAF/Fully Manned
Task Force	SIMNET	2	2	(1)	Blue SAF/Fully Manned
Battalion Staff	Janus	2	2	(2)	Blue SAF

* Includes unit preparation at the site, running the exercises/tables, and the AAR.
(1) Movement to Contact - 4.5 hours
Defend in Sector - 5 hours
(2) Movement to Contact - 6.5 hours
Defend in Sector - 8 hours

Figure 1. RCVTP training exercises/tables.

As shown in figure 1, for platoons, companies, and troops, there are four to six exercises, each comprised of three to four tables. Both exercises and tables have been designed to follow a logical, tactical flow. In consultation with RCVTP O/C Team representatives, unit commanders will select the table on which to begin training. Subsequent tables selected for training should follow in sequence. For the battalion/task force there are no tables, only exercises.

In addition to the exercises/tables, there is a two-hour familiarization course designed specifically for individual crew training. Its purpose is to familiarize the crew with SIMNET, to teach basic crew duties, and to familiarize the crew with navigating on the NTC terrain data base. Use of the familiarization course is strongly encouraged for crews experiencing SIMNET for the first time.

The first set of platoon, company, team, and troop tables are fundamentals, focusing on basic movement techniques and combat operations as well as providing familiarization with the NTC data base terrain. These are optional tables designed to provide units fundamental tactical training at the platoon and company level. They include formations, movement techniques, and offensive and defensive battle drills.

AARs, a very important element of an RCVTP exercise, are conducted after each training exercise or table, and are facilitated by a member of the O/C Team. The purpose of the AAR is to review the training that has taken place, and allow participants to discover for themselves what happened during the training and why. AARs are also used to solicit ideas on how the training can be improved.

Take Home Package (THP)

The fourth component of the RCVTP is the Take Home Package. Following a unit's participation in the RCVTP at Fort Knox, a THP is prepared by the O/C Team and sent to the unit. The THP provides O/C observations on the unit's training performance with emphasis on what the unit learned during the training period and areas that need improvement. These observations are provided to assist the unit commander in making his own assessment of his unit's training status and to plan future training.

SECTION V

Exercise/Table Selection

Selecting the exercise(s) and/or table(s) for unit training is an important step in the RCVTP process. This should be done by the unit's chain of command prior to the O/Cs' visit to the unit, which will normally take place 120 to 180 days prior to RCVTP training. Although the final decision needs to be made by the unit's leadership, coordination with and assistance from the O/C Team prior to selecting the exercises/tables for training is strongly encouraged. This prior coordination allows the O/C Team members to properly prepare for the visit and ensures that the unit is provided advance materials in a timely manner.

As outlined in FM 25-101, *Battle Focused Training*, tasks for training evolve from a unit's mission essential task list (METL), which evolves from the unit's war plans and external directives. Based on the commander's assessment of his unit's METL training status, he can determine the tasks on which his unit needs to train.

Sections VI, VII, VIII, and IX of this Guide list the tasks that can be trained for each echelon and type of unit, and the tasks that can be trained in the simulators/simulations used in the RCVTP. This information, used in conjunction with the commander's assessment of the training status of his unit's METL, time available during an IDT or AT period at Fort Knox, and with the support of the O/C Team, enables the unit commander to select the RCVTP exercises/tables that best meet his unit's training requirements.

SECTION VI

Descriptions of Platoon Exercises/Tables

Armor Platoon

There are six armor platoon exercises, each comprised of three tables. The first exercise (Tables A1, A2, and A3) consists of training in the fundamentals of movement, actions on contact, and defense. Three exercises (Tables B1 through B3, C1 through C3, and D1 through D3) cover offensive tasks in the context of a battalion movement to contact. Two exercises (Tables E1 through E3 and F1 through F3) focus on defensive operations in the context of a battalion defending in sector.

Difficulty Levels

The relative difficulty levels of the RCVTP exercises/tables are shown in figure 2.

Difficulty	Fundamentals	Offense			Defense	
Easier	A1					
●	A2, A3	B1			E1	
●		B2	C1		E2	F1
●		B3	C2	D1	E3	F2
●			C3	D2		F3
More difficult				D3		

Figure 2. Relative difficulty levels of armor platoon RCVTP exercises/tables.

Exercise Descriptions

Descriptions of each of the armor platoon tables are presented below. Each description indicates the training intent of the table and a summary of the level of enemy contact in the table.

Fundamental Exercises

Tactical Movement, Battle Drills, Actions on Contact, Defense

- Table A1: The platoon maneuvers under close O/C direction to practice basic movement techniques, execute various formations, and exercise command and control procedures. The platoon reacts to indirect fire and enemy helicopters and executes actions on contact against platoon-size enemy forces.

- Table A2: The platoon maneuvers under close O/C direction to practice tactical movement and actions on contact. The platoon executes battle drills, actions on contact against a platoon-size enemy ground force, and indirect fire drills.

- Table A3: The platoon maneuvers under close O/C direction to practice basic defensive techniques. The platoon occupies a battle position, reacts to helicopters and indirect fire, defends against a company-size enemy force, and displaces to a subsequent battle position.

Offensive Exercises

Tactical Road March, Tactical Movement, Actions on Contact

- Table B1: With the O/C acting as the company commander, the tank platoon conducts a tactical road march from an assembly area to an attack position. The table is designed to emphasize basic command and control and tactical road march procedures. The platoon conducts a scheduled halt and encounters friendly elements along the route. No enemy is encountered.

- Table B2: The platoon maneuvers as the lead platoon of the lead company in a battalion movement to contact. The table focuses on command and control, basic tactical formations, and action drills. Friendly and enemy aviation assets are encountered along with a small enemy reconnaissance element.

- Table B3: The platoon continues to focus on tactical movement and actions on contact. In this table, the tempo of the enemy encountered is increased to four enemy reconnaissance elements of platoon-size or smaller. This is the first table that includes contact with enemy tanks.

Tactical Movement, Actions on Contact, Attack by Fire

- Table C1: The platoon executes a change of mission to establish a blocking position. The table focuses on the platoon leader's ability to command and control in changing tactical situations. A small enemy ground element is encountered.

- Table C2: The platoon continues its original mission as the lead platoon of the lead company in a battalion movement to contact. Command and control and action drills are emphasized. The platoon encounters indirect fire and performs an assault for the first time. The platoon consolidates and reorganizes. A small enemy ground element and combat outpost are encountered.

- Table C3: This table focuses on fire control and the ability to react to a rapidly changing situation. The platoon attacks by fire, reacts to indirect fire, moves in column along a specified route, and executes actions on contact. Both an enemy ground element and anti-aircraft systems are encountered.

Tactical Movement, Actions on Contact, Hasty Defense

- Table D1: The platoon receives a FRAGO to locate and destroy an enemy artillery battery. The table focuses on tactical movement and actions on contact. Enemy activity is increased to a mix of enemy aviation elements, indirect fires, and a small ground element.

- Table D2: The platoon continues as the lead platoon of the lead company in a battalion movement to contact. Command and control, tactical movement, and actions on contact are the emphasis of the table. The platoon is confronted with enemy indirect fires, aviation, and an artillery battery. No enemy direct fire assets are encountered.

- Table D3: The platoon conducts a hasty occupation of a battle position and a hasty defense. The intent of this table is to emphasize actions on contact and hasty defense. Enemy assets include enemy direct and indirect fires.

Defensive Exercises

Occupy a Battle Position, Defend a Battle Position

- Table E1: The focus of this table is the occupation of a battle position. The platoon recons, prepares a complete sector sketch, prepares and rehearses the defense of a battle position, and recons regress routes. The O/C, acting as the company commander, closely directs the actions of the platoon and reviews the sector sketches. No enemy is encountered.

- Table E2: The platoon defends a battle position against a small enemy ground force, indirect fires, and aviation assets. The focus is on command and control, fire control, and actions on contact. The platoon displaces to a subsequent battle position.

- Table E3: The platoon occupies a subsequent battle position by performing reconnaissance, preparation and rehearsal of the defense of the battle position, and reconnaissance of regress routes. This table is much like Table E1 and is designed to further focus on the occupation of a battle position.

Defend a Battle Position, Hasty Attack

- Table F1: The intent of this table is for the platoon to defend a battle position as part of a company defense. The table focuses on command and control, fire control, defense, and actions on contact. The amount of enemy activity is increased from the previous defense tables and includes direct and indirect fires.

- Table F2: The platoon continues to defend the battle position, focusing on command and control, fire control, defense, and actions on contact. The amount of enemy activity is approximately the same as in Table F1.

- Table F3: The platoon conducts a hasty attack as part of a company counterattack. The table emphasizes command and control, actions on contact, and consolidation and reorganization. The enemy consists of direct and indirect fires and aviation assets.

Manning Levels

Complete units should be fielded to the extent possible. The optimal manning level for armor platoon exercises is the full platoon of four tank crews.

If units are unable to field full platoons, the first priority is to have every tank manned with a three-man crew. Units should use the standard succession of command rules to replace missing personnel (platoon sergeant for platoon leader, gunner for tank commander, etc.). Cross-leveling of personnel within units is preferred. As an alternative to cross-leveling across platoons, intact crews may move from one platoon to another, at the discretion of the unit leaders.

The minimum effective level of manning for these exercises is three vehicles, each with a three-man crew. At this manning level, each vehicle should have a driver, gunner, and vehicle commander.

Rather than training with crews of fewer than three members, units will be given SAF vehicles to fill out the platoons. Although the platoon leader and his crew can perform the exercises with just one manned vehicle and three SAF vehicles, the training value for the platoon is greatly diminished.

ARTEP-MTP Tasks

Figure 3 presents a matrix indicating the Army Training and Evaluation Program-Mission Training Plan (ARTEP-MTP) tasks that are specifically trained in each RCVTP exercise/table.

References

The primary references for the tasks trained in these exercises/tables are:

ARTEP 17-237-10-MTP, *Mission Training Plan for the Tank Platoon* (3 October 1988).

FM 17-15, *Tank Platoon* (7 October 1987).

ARTEP-MTP Tasks	RCVTP Exercises/Tables																	
	A			B			C			D			E			F		
	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3
Perform Consolidation & Reorganization Activities			✓					✓				✓				✓	✓	✓
Produce Platoon Fire Plan													✓		✓			
Execute Coil Formation	✓	✓																
Execute Herringbone	✓			✓														
Execute Column Formation	✓		✓	✓					✓				✓	✓				
Execute Staggered Column Formation	✓																	
Execute Wedge Formation	✓				✓	✓	✓	✓	✓	✓	✓	✓						
Execute Vee Formation	✓																	
Execute Line Formation	✓																	
Execute Echelon Formation	✓	✓																
Execute Traveling	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Execute Traveling Overwatch	✓																	
Execute Bounding Overwatch	✓	✓																
Conduct Tactical Road March				✓														
Perform Attack by Fire									✓									
Assault Enemy Position								✓										✓
Execute Actions on Contact	✓	✓			✓	✓	✓	✓	✓	✓	✓							
Execute a Platoon Defensive Mission			✓									✓		✓		✓	✓	
Conduct Hasty Occupation of Battle Position			✓									✓	✓		✓			
Battle Drills:																		
1: Change of Formation	✓	✓																
2: Action Drill	✓	✓																
3: Contact Drill	✓	✓																
4: Air Attack Drill	✓	✓	✓		✓					✓	✓			✓				✓
5: React to Indirect Fires	✓	✓	✓					✓	✓	✓	✓	✓		✓		✓	✓	✓

Figure 3. Crosswalk of tasks trained in each armor platoon RCVTP exercise/table.

Mechanized Infantry Platoon

There are six mechanized infantry platoon exercises, each comprised of three tables. The first exercise (Tables A1, A2, and A3) consists of training in fundamentals of movement, actions on contact, and defense. Three exercises (Tables B1 through B3, C1 through C3, and D1 through D3) cover offensive tasks in the context of a battalion/task force movement to contact. Two exercises (Tables E1 through E3 and F1 through F3) focus on defensive operations, in the context of a battalion/task force defending in sector.

Difficulty Levels

The relative difficulty levels of the RCVTP exercises/tables are shown in figure 4.

Difficulty	Fundamentals	Offense			Defense	
Easier	A1					
●	A2, A3	B1			E1	
●		B2	C1		E2	F1
●		B3	C2	D1	E3	F2
●			C3	D2		F3
More difficult				D3		

Figure 4. Relative difficulty levels of mechanized infantry platoon RCVTP exercises/tables.

Exercise Descriptions

Descriptions of each of the mechanized infantry platoon tables are presented in the following paragraphs. Each description indicates the training intent of the table and a summary of the level of enemy contact in the table.

Fundamental Exercises

Command and Control, Tactical Road March, Tactical Movement, Formations, Actions on Contact, Assault, Defense

- Table A1: The platoon maneuvers under close O/C direction to practice movement techniques and formations, and to focus on command and control procedures. There is no enemy in this table.

- Table A2: The platoon continues to emphasize platoon movement techniques and formations. Enemy elements are encountered for the first time and the platoon focuses on actions on contact and command and control. The enemy consists of small mechanized and armor elements and indirect fires.

- Table A3: The platoon executes a defensive mission which includes occupation procedures, defense of a battle position, and displacement. The enemy consists of a company-size ground element, aviation assets, and indirect fires.

Offensive Exercises

Tactical Road March, Tactical Movement, Actions on Contact

- Table B1: With the O/C acting as the company/team commander, the platoon conducts a tactical road march from an assembly area to an attack position. The table is designed to focus on basic command and control and tactical road march procedures. The platoon conducts a scheduled halt and encounters friendly elements and enemy aviation along the route.

- Table B2: The platoon maneuvers as the left flank platoon of the lead company/team in a battalion movement to contact. The table focuses on command and control, basic tactical formations, and action drills. Enemy aviation assets are encountered along with a small enemy reconnaissance element.

- Table B3: The platoon continues to focus on tactical movement and actions on contact. In this table the tempo of the enemy encountered is increased to three enemy reconnaissance elements. This is the first table that includes contact with an enemy tank.

Tactical Movement, Actions on Contact, Hasty Attack

- Table C1: The platoon executes a change of mission to move to a different location. The table focuses on the platoon leader's ability to command and control during changing tactical situations. An enemy reconnaissance element and indirect fires are encountered.

- Table C2: The platoon continues its original mission as the left flank platoon of the lead company/team in a battalion movement to contact. Command and control and action drills are emphasized. The platoon encounters enemy helicopters, indirect fires, and a small ground element.

- Table C3: This table focuses on actions on contact and the ability to react to a rapidly changing situation. The platoon receives a change of mission and executes actions on contact. An enemy ground element is encountered.

Tactical Movement, Actions on Contact, Hasty Attack, Hasty Defense

- Table D1: The platoon continues its mission as the left flank platoon of a company/team movement. The table focuses on tactical movement and actions on contact. Enemy elements include both air and ground elements.

- Table D2: Command and control, tactical movement, and actions on contact are the emphasis of the table. The platoon conducts an ambush, performs an attack by fire, and conducts actions on contact. The platoon encounters three enemy platoon-size elements.

- Table D3: The platoon initially continues tactical movement but is quickly ordered to establish a hasty battle position as part of a hasty company/team defense. The intent of this table is to emphasize actions on contact and hasty defense. Enemy assets include indirect fires, aviation, and a fairly large enemy ground force.

Defensive Exercises

Occupy a Battle Position, Defend a Battle Position

- Table E1: The focus of this table is the occupation of a battle position. The platoon recons, prepares a complete sector sketch, prepares and rehearses the defense of a battle position, and recons regress routes. The O/C, acting as the company/team commander, closely directs the actions of the platoon and reviews the sector sketches. Enemy helicopters fly into the area.

- Table E2: The platoon defends a battle position against enemy reconnaissance elements, indirect fires, and aviation assets. The focus is on command and control, fire control, and actions on contact. The platoon displaces to a subsequent battle position.

- Table E3: The platoon occupies the subsequent battle position by performing reconnaissance, preparation and rehearsal of the defense of the battle position, and reconnaissance of regress routes. This table is much like Table E1, designed to further focus on the occupation of a battle position.

Defend a Battle Position, Hasty Attack

- Table F1: The intent of this table is for the platoon to defend a battle position as part of a company/team defense. The table focuses on command and control, fire control, defense, and actions on contact. The amount of enemy activity is increased from the previous defense tables, to include indirect fires, aviation assets, and ground elements.

- Table F2: The platoon continues to defend the battle position, focusing on command and control, fire control, defense, and actions on contact. The amount of enemy activity is increased and includes indirect fires, and a fairly large ground force.

- Table F3: The platoon attacks by fire as part of a company/team counterattack. The table emphasizes command and control, fire control, actions on contact, and consolidation and reorganization. The enemy consists of indirect fires and a small ground element.

Manning Levels

Complete units should be fielded to the extent possible. The optimal manning level for the mechanized infantry platoon exercises is the full platoon of four Bradley crews.

If units are unable to field full platoons, the first priority is to have every vehicle manned by at least a two-man crew. Units should use the standard succession of command rules to replace missing leaders (platoon sergeant for platoon leader, gunner for vehicle commander, etc.). Cross-leveling of personnel within units is preferred. As an alternative to cross-leveling across platoons, intact crews may move from one platoon to another, at the discretion of the unit leaders.

The minimum effective level of manning for these exercises is three vehicles with three two-man crews. At this manning level, each vehicle will have a driver and a vehicle commander.

Rather than training with crews of fewer than two members, units will be given SAF vehicles to fill out the platoons. Although the platoon leader and his crew can perform the exercises with just one manned vehicle and three SAF vehicles, the training value for the platoon is greatly diminished.

ARTEP-MTP Tasks

Figure 5 presents a matrix indicating the ARTEP-MTP tasks that are specifically trained in each RCVTP exercise/table.

References

The primary references for the tasks trained in these exercises/tables are:

ARTEP 7-247-11-MTP, *Mission Training Plan for the Mechanized Infantry Platoon and Squad (M2-Equipped)* (6 April 1987).

ARTEP 7-7J-DRILL, *Battle Drills for the Bradley Fighting Vehicle Platoon, Section, and Squad* (8 December, 1992).

FM 7-7J, *Mechanized Infantry Platoon and Squad (Bradley)* (7 May 1993).

ARTEP-MTP and FM Tasks	RCVTP Exercises/Tables																	
	A			B			C			D			E			F		
	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3
Support by Fire						✓												✓
Disengage (Mounted)			✓											✓				
React to Direct Fire/ATGM							✓			✓								
Defend Battle Position			✓								✓	✓	✓	✓	✓	✓	✓	
React to Indirect Fire	✓	✓	✓			✓	✓	✓		✓		✓		✓		✓	✓	✓
Move Mounted	✓	✓					✓					✓		✓				
Change Formation (Mounted)	✓			✓	✓	✓	✓	✓	✓	✓	✓			✓				✓
Secure at Halt	✓			✓														
Execute Action Right or Left		✓				✓												
Conduct a Tactical Road March	✓			✓														
Acquire Targets/Distribute Fires			✓			✓					✓	✓		✓		✓	✓	✓
React to Air Attack			✓		✓			✓		✓			✓	✓		✓		
Consolidate and Reorganize		✓										✓					✓	✓
Report	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Battle Drills:																		
2A: React to Contact (Mounted)	✓	✓			✓	✓	✓	✓	✓	✓	✓							✓
3A: Break Contact (Mounted)		✓						✓		✓								

Figure 5. Crosswalk of tasks trained in each mechanized infantry platoon RCVTP exercise/table.

Scout Platoon

There are four scout platoon exercises, each comprised of three tables. The first exercise (Tables A1, A2, and A3) consists of training in fundamentals of movement, actions on contact, and defense. Two exercises (Tables B1 through B3 and C1 through C3) cover offensive tasks in the context of a battalion/task force movement to contact. One exercise (Tables D1 through D3) focuses on defensive operations, in the context of a battalion/task force defending in sector.

The scout platoon tables are intended to be performed by a ten-vehicle platoon of four two-vehicle teams, plus the platoon leader and platoon sergeant who position themselves as METT-T dictates. Because the MWSTC facility has no high mobility multi-purpose wheeled vehicle (HMMWV) simulators, scouts operate M2/M3 (Bradley) vehicles with no ammunition.

Difficulty Levels

The relative difficulty levels of the RCVTP exercises/tables are shown in figure 6.

Difficulty	Fundamentals	Offense		Defense
Easier	A1			
●	A2, A3	B1		D1
●		B2	C1	D2
●		B3	C2	D3
More difficult			C3	

Figure 6. Relative difficulty levels of scout platoon RCVTP exercises/tables.

Exercise Descriptions

Descriptions of each of the Scout Platoon tables are presented in the following paragraphs. Each description indicates the training intent of the table and a summary of the level of enemy contact in the table.

Fundamentals

Command and Control, Tactical Movement, Zone Reconnaissance, Screen (Stationary and Moving)

- Table A1: The platoon maneuvers under close O/C direction to practice command and control and tactical movement. There is no enemy in this table.

- Table A2: The platoon conducts a zone reconnaissance and establishes a screen. Various disabled/destroyed enemy elements are in the zone, as well as active enemy forces.

- Table A3: This table is designed for the scout platoon to practice stationary and moving screens in support of a battalion/task force. The enemy consists of small ground elements, an aviation element, and indirect fires.

Offensive Exercises

Route Reconnaissance, Area Reconnaissance, Screen (Forward, Stationary)

- Table B1: With the O/C acting as the battalion operations officer, the scout platoon conducts a route reconnaissance from an assembly area to an attack position. The table is designed to emphasize basic command and control,

movement, and reconnaissance procedures. The platoon encounters destroyed enemy equipment as well as enemy reconnaissance elements.

- Table B2: The platoon conducts an area reconnaissance of a battalion attack position. The table focuses on reporting, developing the situation, and command and control. Both friendly and enemy assets are encountered. The enemy consists of a small reconnaissance element.

- Table B3: The scout platoon conducts a forward and a stationary screen. Conducting surveillance and providing early warning are the focus of this table. Both friendly and enemy elements are encountered. Enemy elements consist of both ground and air assets.

Screen (Forward to Flank), Screen (Flank, Moving), Zone Reconnaissance

- Table C1: The platoon ends its forward screen of the battalion and moves to a flank screen. The table focuses on the platoon's ability to command and control in a changing tactical situation. Several enemy reconnaissance elements are encountered, as well as indirect fires.

- Table C2: The platoon executes a moving flank screen while other battalion elements attack an objective. Command and control and actions on contact are emphasized. The platoon encounters an enemy recon element, helicopters, a destroyed tank, and indirect fires.

- Table C3: The platoon conducts a zone reconnaissance forward of a battalion. The table focuses on conducting surveillance, providing reaction time and maneuver space, and reporting terrain information. The platoon encounters an abandoned enemy vehicle, an enemy recon unit, helicopters, and a company-size element.

Defensive Exercises

Screen (Forward), Battle Handover

- Table D1: The scout platoon establishes a forward screen for a battalion and conducts battle handover to a tank company as enemy reconnaissance elements approach. The table focuses on conducting surveillance, providing early warning, gaining and maintaining contact, and developing the situation. Enemy elements consist of small reconnaissance units.

- Table D2: The platoon conducts a forward screen and battle handover to the battalion. The table focuses on conducting surveillance, providing reaction time and maneuver space, and providing early warning. The platoon is confronted with a fairly large enemy force and enemy helicopters.

- Table D3: The platoon conducts a forward screen and battle handover to the battalion. The intent of this table is to conduct surveillance, provide early warning, and provide for reaction time and maneuver space. Enemy assets include a large ground force.

Manning Levels

Complete units should be fielded to the extent possible. The optimal manning level for the scout platoon exercises is the full platoon of ten three-man crews.

If units are unable to field full platoons, the first priority is to have every vehicle manned by at least a two-man crew. Units should use the standard succession of command rules to replace missing leaders (platoon sergeant for platoon leader, gunner for vehicle commander, etc.). Cross-leveling of personnel within units is preferred. As an alternative to cross-leveling across platoons, intact crews may move from one platoon to another, at the discretion of the unit leaders.

The minimum effective level of manning for these exercises is five two-man crews. Rather than training with crews of fewer than two members, units will be given SAF vehicles to fill out the platoon with each scout team consisting of one manned vehicle and one SAF vehicle. Although the platoon can perform the exercises with five manned vehicles and five SAF vehicles, the training value to the platoon is greatly diminished.

ARTEP-MTP Tasks

Figure 7 presents a matrix indicating the ARTEP-MTP tasks that are specifically trained in each RCVTP exercise/table.

References

The primary references for the tasks trained in these exercises/tables are:

ARTEP 17-57-10-MTP, *Mission Training Plan for the Scout Platoon* (27 December 1988).

FM 17-98, *Scout Platoon (Initial Draft)* (May, 1993).

ARTEP-MTP and FM Tasks	RCVTP Exercises/Tables											
	A			B			C			D		
	1	2	3	1	2	3	1	2	3	1	2	3
Conduct Tactical Movement	✓	✓		✓	✓	✓						
Perform Route Reconnaissance		✓		✓								
Perform Zone Reconnaissance		✓				✓			✓			
Perform Area Reconnaissance					✓							
Reconnoiter Obstacle and a Bypass		✓		✓								
Execute Actions on Contact			✓		✓		✓	✓		✓		
Conduct Screen			✓			✓	✓	✓	✓	✓	✓	✓
Use Passive Air Defense Measures			✓			✓		✓			✓	
Fundamentals of Reconnaissance		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Fundamentals of Security			✓			✓	✓	✓	✓	✓	✓	✓
React to Indirect Fire			✓				✓			✓		

Figure 7. Crosswalk of tasks trained in each scout platoon RCVTP exercise/table.

SECTION VII

Descriptions of Armor Company and Company/Team Exercises/Tables

There are six armor company and six company/team exercises, each comprised of three tables. The first exercise (Tables A1, A2, and A3) consists of training in fundamentals of movement, actions on contact, and defense. Three exercises (Tables B1 through B3, C1 through C3, and D1 through D3) cover offensive tasks in the context of a battalion/task force movement to contact. Two exercises (Tables E1 through E3 and F1 through F3) focus on defense, in the context of a battalion/task force defending in sector.

Because a single ARTEP-MTP addresses training for both the armor company and the company/team, the exercises/tables for the two unit types are very similar. The difficulty levels, table descriptions and training intents, and task-table crosswalk shown below are applicable to both sets of exercises/tables.

Difficulty Levels

The relative difficulty levels of the RCVTP exercises/tables are shown in figure 8.

Difficulty	Fundamentals	Offense			Defense	
Easier	A1					
●	A2, A3	B1			E1	
●		B2	C1		E2	F1
●		B3	C2	D1	E3	F2
●			C3	D2		F3
More difficult				D3		

Figure 8. Relative difficulty levels of armor company and company/team RCVTP exercises/tables.

Exercise Descriptions

Descriptions of each of the armor company and company/team tables are presented below. Each description indicates the training intent of the table and a summary of the level of enemy contact in the table. The term "company/team" is used to indicate that the descriptions are appropriate for both unit types.

Fundamental Exercises

Command and Control, Tactical Road March, Tactical Movement, Formations, Actions on Contact, Defense

- Table A1: The company/team maneuvers under close O/C direction to practice company movement techniques and formations, and to emphasize command and control procedures. There is no enemy in this table.

- Table A2: The company/team continues to emphasize company movement techniques and formations. Enemy elements are encountered for the first time and the company/team emphasizes actions on contact and command and control. The table is the first time that a company/team commander utilizes decision-making processes. The enemy is a mechanized platoon.

- Table A3: The company/team executes a defensive mission which includes occupation procedures, defense of a battle position, and displacement. The enemy consists of a combat reconnaissance patrol (CRP) and a forward security element (FSE).

Offensive Exercises

Tactical Road March, Tactical Movement, Actions on Contact

- Table B1: With the O/C acting as the battalion commander, the company/team conducts a tactical road march from an assembly area to an attack position. The table focuses on basic command and control and tactical road march procedures. The company/team conducts a scheduled halt and encounters friendly elements along the route. No enemy is encountered.

- Table B2: The company/team conducts offensive operations as the lead company in a battalion movement to contact. The table focuses on command and control, tactical formations, movement, and actions on contact. Friendly and enemy aviation assets are encountered, along with two small enemy reconnaissance elements.

- Table B3: The company/team continues to focus on command and control, tactical movement, formations, and actions on contact. Enemy reconnaissance patrols are encountered. This is the first table that includes contact with enemy tanks.

Tactical Movement, Actions on Contact, Support by Fire

- Table C1: The company/team executes a change of mission to establish a blocking position. The table focuses on the company/team commander's ability to command and control in changing tactical situations. Two small enemy ground elements are encountered.

- Table C2: The company/team continues its original mission as the lead company in a battalion movement to contact. Command and control and actions on contact are emphasized. The company/team encounters indirect fire and performs an assault for the first time. An enemy ground element and a combat outpost are encountered.

- Table C3: This table focuses on fire control and discipline and the ability to react to a rapidly changing situation. The company/team conducts a support by fire mission, reacts to indirect fire, moves in column along a specified route, and executes actions on contact. Both enemy ground and anti-aircraft elements are encountered.

Tactical Movement, Actions on Contact, Fire Control and Discipline, Command and Control

- Table D1: This table focuses on command and control, tactical movement, and actions on contact. The amount of enemy activity is increased with a mix of enemy aviation elements, indirect fires, and a small reconnaissance element.

- Table D2: The company/team receives a FRAGO to locate and destroy enemy artillery and mortar batteries. Command and control, tactical movement, and actions on contact are the emphasis of the table. The company/team is confronted with enemy indirect fires. No enemy ground direct fire assets are encountered.

- Table D3: The company/team conducts a hasty occupation of a battle position in order to set a base of fire for a battalion hasty attack. The intent of this table is to focus on the hasty occupation of a battle position and fire control and discipline. Enemy assets include indirect fires and a relatively large enemy ground force.

Defensive Exercises

Occupy a Battle Position, Defend a Battle Position, Displacement

- Table E1: The focus of this table is the occupation of a battle position. The company/team recons, prepares a complete sector sketch, prepares and rehearses the defense of a battle position, and recons regress routes. An O/C, acting as the battalion commander, closely directs the actions of the company/team and reviews the sector sketches. No enemy is encountered.

- Table E2: The company/team defends a battle position against two small recon elements and indirect fires. The focus is on command and control, fire control, and actions on contact. The platoon displaces to a subsequent battle position.

- Table E3: The company/team occupies the subsequent battle position by performing reconnaissance, preparation and rehearsal of the defense of the battle position, and reconnaissance of regress routes. This table is much like Table E1 and is designed to further emphasize the occupation of a battle position.

Defend a Battle Position, Counterattack

- Table F1: The intent of this table is for the company/team to defend a battle position as part of a battalion defense. The table focuses on command and control, fire control, and actions on contact. The amount of enemy activity is increased from the previous defense tables and includes direct and indirect fires.

- Table F2: The platoon continues to defend the battle position, focusing on command and control, fire control, defense, and actions on contact. Enemy assets include indirect fires, aviation assets, and a substantial ground force.

- Table F3: The company/team executes its on order mission to conduct a counterattack. The table emphasizes command and control, actions on contact, and consolidation and reorganization. The enemy consists of indirect fires and a small ground unit.

Manning Levels

Complete units should be fielded to the extent possible. The optimal manning level for the armor company and company/team exercises is the full company/team of three fully manned platoons, along with the company/team commander, XO, 1SG, FSO, and their crews.

If units are unable to field full companies/teams, the first priority is to have every M1 manned with a three-man crew and every M2 manned with a two-man crew. Units should use the standard succession of command rules to replace missing leaders (XO for company/team commander, first sergeant for XO, platoon sergeant for platoon leader, gunner for tank commander, etc.). Cross-leveling of personnel within units is preferred. As an alternative to cross-leveling across platoons or companies, intact crews may move from one platoon to another, at the discretion of the unit leaders.

Rather than training with crews of fewer than three members (two in Bradleys), units will be given SAF vehicles to fill out the platoons. Although the unit can perform the exercises with just one manned vehicle per platoon, the training value is greatly diminished. If the unit plans to train with only its leaders, the minimum acceptable manning includes all platoon leaders with three-man crews (two-man crews for Bradleys).

In all of these manning configurations, it is imperative that the company/team commander and XO and their crews participate in the training.

ARTEP-MTP Tasks

Figure 9 presents a matrix indicating the ARTEP-MTP tasks that are specifically trained in each RCVTP exercise/table.

References

The primary references for the tasks trained in these exercises/tables are:

ARTEP 71-1-MTP, *Mission Training Plan for the Tank and Mechanized Infantry Company and Company/Team* (3 October 1988).

FM 71-1, *Tank and Mechanized Infantry Company Team* (22 November 1988).

ARTEP-MTP Tasks	RCVTP Exercises/Tables																	
	A			B			C			D			E			F		
	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3
Perform Tactical Movement	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓						
Perform Tactical Road March	✓			✓														
Perform Actions on Contact		✓			✓	✓	✓	✓	✓	✓	✓							
Support by Fire									✓			✓						
Assault an Enemy Position (Mounted)		✓						✓										
Perform an Attack by Fire												✓						
Defend			✓										✓	✓	✓	✓	✓	✓
Employ Indirect Fire in the Offense								✓			✓	✓						
Employ Indirect Fire in the Defense													✓	✓	✓	✓	✓	
Defend Against Air Attack (Active)					✓					✓							✓	
Withdraw Not Under Enemy Pressure														✓				
Perform Attack Position Activities				✓	✓													
Consolidate on the Objective																		✓
Reorganize on the Objective																		✓

Figure 9. Crosswalk of tasks trained in each armor company or company/team RCVTP exercise/table.

SECTION VIII

Descriptions of Cavalry Troop Exercises/Tables

There are four cavalry troop exercises, each comprised of three or four tables. The first exercise (Tables A1 through A4) consists of training in fundamentals of movement, reconnaissance, security, actions on contact, and defense. Two exercises (Tables B1 through B3 and C1 through C4) cover offensive tasks in the context of a battalion/task force movement to contact. One exercise (Tables D1 through D4) focuses on defensive operations, in the context of a battalion/task force defending in sector.

Difficulty Levels

The relative difficulty levels of the RCVTP exercises/tables are shown in figure 10.

Difficulty	Fundamentals	Reconnaissance	Offense	Defense
Easier	A1			
●	A2, A3	B1		D1
●	A4	B2	C1	D2
●		B3	C2	D3
●			C3	D4
More difficult			C4	

Figure 10. Relative difficulty levels of cavalry troop RCVTP exercises/tables.

Exercise Descriptions

Descriptions of each of the cavalry troop tables are presented in the following paragraphs. Each description indicates the training intent of the table and a summary of the level of enemy contact in the table.

Fundamentals

Route and Zone Reconnaissance, Offensive Operations, Security, Defense/Delay

- Table A1: The troop maneuvers under close control of the O/C, who acts in the role of the squadron S-3 working with the unit in the field. The focus in the first part of the table (route reconnaissance) is on a thorough but expeditious coverage of the routes and surrounding terrain. In the second part of the table (zone reconnaissance), the emphasis is on a thorough but expeditious coverage of all terrain in the zone. While performing the zone reconnaissance, the troop makes contact with BMP sections and BMP platoons. Throughout the table, proper formations, techniques of movement, and reporting are stressed.

- Table A2: The troop performs a movement to contact, encountering indirect fire, BMPs, and T-72 tanks. The focus is on the troop's reaction to contact, development of the situation, and employment of troop assets, especially the tank platoons. The O/C continues to act in the role of the squadron S-3.

- Table A3: The troop performs a forward screen, encounters enemy recon and forward security elements, and collapses the screen on order. Early identification of enemy forces by the scouts and battle handover to the tanks, as well as techniques of movement and reporting, are emphasized.

- Table A4: The troop occupies its sector and performs a delay, then displaces while continuing the delay. Enemy contact includes a combat reconnaissance patrol (CRP) and the forward security element (FSE). The focus is on occupation of good positions, identification of routes of withdrawal, and movement to subsequent positions, as well as techniques of movement and reporting.

Reconnaissance

Tactical Road March, Route Reconnaissance, Zone Reconnaissance

- Table B1: The O/C directs the troop's road march while acting in the role of the squadron S-3/XO. The emphasis is on the basics of road marching (interval, speed, intervehicular distances), proper formations, techniques of movement, and reporting.

- Table B2: The O/C plays the role of the squadron S-3/Cdr, directing the troop in a route reconnaissance during combat operations. No enemy are encountered. The training focuses on a thorough but expeditious coverage of the routes and surrounding terrain, as well as the proper deployment of forces, techniques of movement, and reporting.

- Table B3: While performing a zone reconnaissance, the troop makes contact with two reconnaissance units. Thorough coverage of all the terrain in the zone, techniques of movement, actions on contact, and reporting are stressed.

Offense

Movement to Contact, Hasty Attack, Screen (Stationary)

- Table C1: The troop performs a movement to contact, encountering an enemy reconnaissance unit. Emphasis is on the troop's reaction to contact, development of the situation and employment of troop assets (especially the tank platoons), techniques of movement, and reporting.

- Table C2: The troop continues the movement to contact and encounters an enemy ground unit and indirect fire. The troop must develop the situation and properly employ troop assets (especially the tank platoons). Techniques of movement and reporting are also stressed.

- Table C3: Continuing the movement to contact, the troop conducts a hasty attack against a small enemy ground element. The focus in this table is on the troop's reaction to contact, development of the situation, and employment of troop assets, especially the tank platoons.

- Table C4: The troop is ordered to conduct a zone reconnaissance and occupy a screen position. Enemy air and ground elements are observed moving ahead of the main body. This table emphasizes early identification of enemy forces by the scouts, continuous surveillance, and battle handover to the tanks, as well as techniques of movement and reporting.

Defense

Screen (Stationary), Delay in Troop Sector, Defend in Troop Sector, Counterattack

- Table D1: The troop is located in a screen line, and makes contact with enemy reconnaissance elements. This table focuses on early identification of enemy forces by the scouts, continuous surveillance, and battle handover to the tanks, as well as techniques of movement and reporting.

- Table D2: While located in the screen line, the troop is to screen until it has identified the lead element of the enemy's main force, then delay while moving to battle positions. The troop's training emphasis is on early contact with the enemy, identifying routes of withdrawal, and moving to subsequent positions, as well as maintaining contact with the enemy and reporting.

- Table D3: The troop conducts a defense in sector, occupying its assigned position and engaging a large enemy force. The focus is on finding good positions, identifying routes to alternate/subsequent positions, and moving to subsequent positions, as well as maintaining contact with the enemy and reporting.

- Table D4: The troop is ordered to counterattack against remnants of the enemy's main body, which has established a hasty defense. The emphasis should be on the troop's reaction to contact, development of the situation, and employment of troop assets, especially the tank platoons.

Manning Levels

Complete units should be fielded to the extent possible. The optimal manning level for the cavalry troop exercises is the full troop of four fully manned platoons, along with the troop commander, the XO, the FSO, their vehicle crews, CP personnel, and mortar section.

If units are unable to field a full troop, the first priority is to have every M1 manned by at least a three-man crew, and every M3 manned by at least a two-man crew. Units should use the standard succession of command rules to replace missing leaders (XO for cavalry troop commander, senior platoon leader for XO, platoon sergeant for platoon leader, gunner for tank commander, etc.). Cross-leveling of personnel within units is preferred. As an alternative to cross-leveling across platoons, intact crews may move from one platoon to another, at the discretion of the unit leaders.

Rather than training with crews of fewer than three members (two in CFVs), units will be given SAF vehicles to fill out the platoons. Although the unit can perform the exercises with just one manned vehicle per platoon, the training value is diminished.

If the unit plans to train with only its leaders, the minimum acceptable manning includes all platoon leaders, along with three-man crews (two-man crews for Bradleys).

In all of these manning configurations, it is imperative that the cavalry troop commander, XO, their crews, and CP personnel participate in the training.

ARTEP-MTP Tasks

Figure 11 presents a matrix indicating the ARTEP-MTP tasks that are specifically trained in each RCVTP exercise/table.

References

The primary references for the tasks trained in these exercises/tables are:

ARTEP 17-487-30-MTP, *Mission Training Plan for the Regimental Armored Cavalry Troop* (3 September 1991).

FM 19-97, *Cavalry Troop* (Initial Draft) (28 February 1994).

ARTEP-MTP Tasks	RCVTP Exercises/Tables															
	A				B			C				D				
	1	2	3	4	1	2	3	1	2	3	4	1	2	3	4	
Conduct Tactical Movement	✓	✓			✓	✓	✓	✓	✓	✓	✓				✓	
Perform Route Reconnaissance	✓					✓										
Perform Zone Reconnaissance	✓						✓				✓					
Operate the Troop Command Post	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
Perform Actions on Contact		✓	✓				✓	✓	✓						✓	
Perform Movement to Contact		✓						✓	✓							
Perform Hasty Attack		✓								✓					✓	
Perform Screen Operations			✓								✓	✓				
Take Active Air Defense Measures Against Hostile Aircraft			✓								✓	✓				
Defend in Troop Sector														✓		
Defend a Battle Position														✓		
Delay in Troop Sector				✓									✓			
Perform Tactical Road March					✓											

Figure 11. Crosswalk of tasks trained in each cavalry troop RCVTP exercise/table.

SECTION IX

Descriptions of Armor Battalion and Armor Task Force Exercises

There are two exercises, Defend in Sector (DIS) and Movement to Contact (MTC), for the armor battalion/task force in the RCVTP. For these exercises there are no tables as in the platoon, company, and troop exercises. In addition, both the DIS and MTC exercises can be conducted utilizing either SIMNET or JMSE technologies; the OPORD for each being applicable to both technologies.

Exercise Descriptions

Defend in Sector Exercise

The battalion or task force conducts a DIS against a Motorized Rifle Regiment (MRR). The unit's mission is to destroy the enemy's combat reconnaissance patrols (CRPs), forward security element (FSE), and then engage the motorized rifle battalions (MRBs) of the MRR. The unit is then directed to shift to subsequent battle positions, counterattack the MRR, reestablish the sector, destroy the remaining elements of the MRR, and prepare for an enemy counterattack.

Movement to Contact Exercise

The battalion or task force conducts a MTC operation to destroy the enemy in zone and seize objectives to prevent enemy forces from gaining control of the main avenue of approach into the friendly forces lodgement area. The battalion/task force is opposed by an independent MRB consisting of CRPs, FSE, and the MRB advance guard.

Manning Levels

The recommended manning levels for the command group, main command post, and the combat trains command post for both a JMSE and a SIMNET exercise are as shown in figure 12. Those personnel indicated with an asterisk (*) are identified as the minimum essential positions that must be filled. If the person assigned to that position is not available, the functions inherent to that position must be performed by a designated assistant during the exercise. One radio telephone operator (RTO) per section is optional. Additional personnel can train in the CPs; however, only nominal benefit will be realized.

For SIMNET exercises, the following are the recommended manning levels for the M1 (four-man crew) and the M2 (three-man crew) simulators:

M1 and M2 Crews for the Command Group

The battalion commander, S-3, and their crews operate from M1 simulators. The FSO, ALO, and their drivers operate from an M2 simulator which replicates the tactical command post (TAC CP) M113. The simulator will have no direct fire weapons capability. The FSO can also operate as a crew member of the battalion commander's M1.

M1 Crews for a Task Force

A total of 34 M1 simulators are available for maneuver companies. At a minimum, units should have on hand the personnel to fully man the company commanders', executive officers', and the platoon leaders' tanks (15 total). Units should then man the remaining 19 tanks to a maximum of 14 tanks per company. SAF can be used to fill each company to 14 tanks. SAF are manipulated by members of the O/C Team at computer terminals following instructions from commanders of the training unit.

Command Group	Main Command Post	Combat Trains Command Post
* Battalion Commander	* Executive Officer	* S-4
		* Supply Sergeant
* S-3[1]	* Assistant S-3 Officer or S-3/Air	Supply Specialist
	* Operations Sergeant	
* Fire Support Officer (FSO)[1]	Operations Assistant	* S-1
		Personnel Services NCO
Air Liaison Officer (ALO)[1]	* S-2	Personnel Admin Specialist
	* Intelligence Sergeant	
	Intelligence Analyst	
	* Fire Support NCO	
	Fire Support Specialist (2)	
	Chemical Officer or NBC NCO	

* Minimum essential personnel.
[1] Located with Command Group for a SIMNET exercise. Location is optional for a JMSE, preferably with the Command Group, but can be located in the Main Command Post.

Figure 12. Manning levels.

M1 Crews for an Armor Battalion

A total of 39 simulators are available for maneuver companies. At a minimum, units should have on hand the personnel to fully man the company commanders', executive officers', and the platoon leaders' tanks (20) total. Units should then man the remaining 19 tanks to a maximum of 14 tanks per company. SAF can be used to fill each company to 14 tanks.

M2 Crews for an Infantry Company

The unit should man a minimum of five simulators--company commander, XO, and the three platoon leaders. The unit can also man an additional two simulators as long as the total number of infantry company and scout platoon simulators does not exceed 12. The XO will operate from an M2 simulator, without ammunition, to replicate an M113.

Fire Support and Combat Observation Lasing Teams

Because SIMNET does not have an M981 fire support vehicle (FSV) simulator, the FSOs use M2 simulators, without ammunition, to replicate the FSV. The FSO can also operate as a crew member of the battalion commander's M1.

Scout Platoon

Because SIMNET does not have HMMWVs, the platoon uses M2 simulators to replicate HMMWVs. Although the scout platoon is organized with 10 HMMWVs, only five simulators are manned with each simulator representing a two-vehicle section. SAF can be used to fill the platoon to 10 vehicles.

ARTEP-MTP Tasks

Listed below are the functional areas and some of the tasks associated with those functional areas that are used for the training of the commander and battalion/task force staff in the two SIMNET exercises and for the staff in the two JMSEs. A more comprehensive list of tasks associated with each functional area can be found in the referenced ARTEP-MTP.

Command and Control

- Command and Control the Battalion/Battalion Task Force
- Perform S-3 Operations
- Maintain Communications

Intelligence

- Perform Intelligence Operations
- Perform S-2 Operations

Fire Support

- Employ Fire Support
- Operate Fire Support Section

Combat Service Support

- Perform Combat Service Support Operations
- Operate Combat Trains Command Post

In addition to the staff tasks listed above, below are the collective maneuver tasks used for training a battalion or task force participating in a SIMNET exercise.

Defend in Sector

- Defend
- Cover Passage of Lines
- Withdraw Under Enemy Pressure
- Move Tactically
- Consolidate
- Reorganize

Movement to Contact

- Move Tactically
- Fight a Meeting Engagement
- Attack by Fire
- Consolidate
- Reorganize

References

The primary references for the tasks trained in these exercises are:

ARTEP 71-2-MTP, *Mission Training Plan for the Tank and Mechanized Infantry Battalion Task Force* (3 October 1988).

FM 71-2, *The Tank and Mechanized Infantry Battalion Task Force* (27 September 1988).

FM 71-123, *Tactics and Techniques for Combined Arms Heavy Forces: Armored Brigade, Battalion/Task Force, and Company/Team* (30 September 1992).

SECTION X

Observer/Controller Visit to the Unit

One or two members of the RCVTP O/C Team will visit the training unit 120 to 180 days prior to the unit's scheduled training. Prior to this visit, in telephonic coordination with the O/C team and with the use of this Guide, the unit commander or his representative should decide what echelon(s)--platoon, company, troop, battalion, battalion staff--and the specific training exercises/tables the unit(s) will use during training at Fort Knox.

During the visit, the O/C Team representatives will meet with the unit chain of command to finalize plans for the unit's training, to assist in preparing a detailed training schedule for their RCVTP rotation, and to recommend what the unit should do in the preparation phase in order to optimize training during the execution phase at Fort Knox. To assist in these efforts, the O/Cs will provide the following to the training unit:

1. Operations Orders with overlays for each training unit (platoon, company, and/or battalion)

2. Maps for each training unit that should be used for both the preparation and execution phase of training

3. Demonstration videos introducing crews to SIMNET, and M1 and/or M2 simulators

4. Demonstration videos of exemplary units--platoons, companies, battalions--conducting successful RCVTP exercises

5. M1 and/or M2/M3 simulator operators manuals

6. Critical task lists for the exercises/tables to be trained (also available in this Guide)

7. Lessons learned from previous rotations

Telephonic coordination between the unit and the O/C Team representatives will continue after the visit to complete or finalize any actions left open during the visit, or to resolve any issues that might arise prior to the unit's arrival at Fort Knox.

SECTION XI

Training Schedule Preparation

The O/C Team will assist the unit in preparing a detailed training schedule during the Team's visit to the unit, approximately 120 to 180 days prior to training. At Appendix B are examples of training schedules for units participating in RCVTP training, both for an IDT and an AT period.

SECTION XII

Fort Knox Points of Contact (POCs)

RCVTP Observer/Controller Team:

Commander
5/16th Cav Regiment
ATTN: ATSB-SBE-BOC
Fort Knox, KY 40121-5000

DSN: 464-7515/7558
Commercial: (502) 624-7515/7558

Reserve Component Support Division:

Commander
USAARMC and Fort Knox
ATTN: ATZK-PTE
Fort Knox, KY 40121-5000

DSN: 464-2625/3910
Commercial: (502) 624-2625/3910

G3/DPTM:

Commander
USAARMC and Fort Knox
ATTN: ATZK-PTP-S
Fort Knox, KY 40121-5000

DSN: 464-1288/1289
Commercial: (502) 624-1288

Mounted Warfare Simulation Training Center (MWSTC)/(SIMNET):

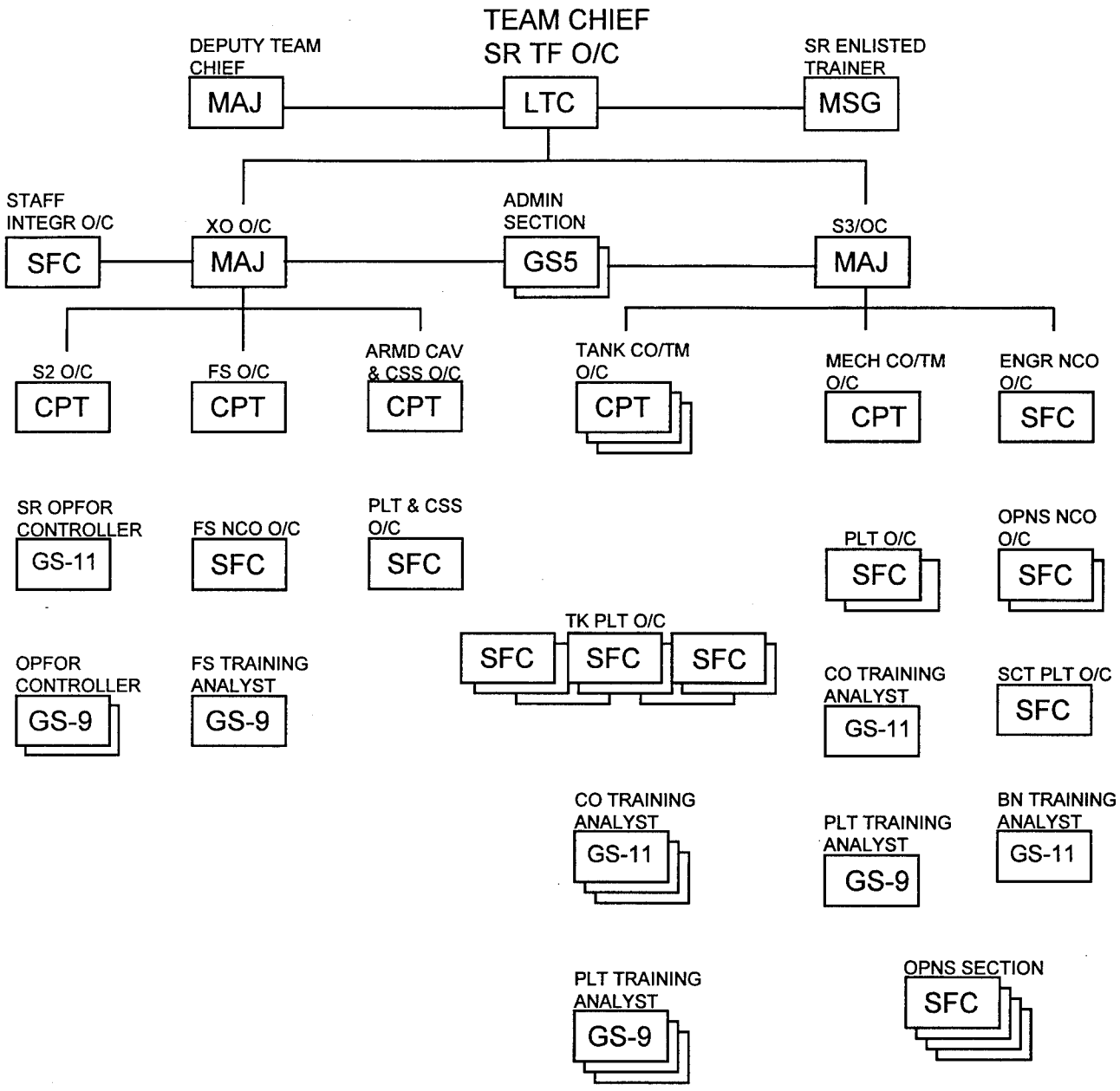
Commander
5/16th Cav Regiment
ATTN: ATSB-SBE-BC
Fort Knox, KY 40121-5000

DSN: 464-4157/4257
Commercial: (502) 624-4157/4257

APPENDIX A

Observer/Controller Team Structure

RESERVE COMPONENT OBSERVER/CONTROLLER TEAM



APPENDIX B

Example Training Schedules

X-XXX ARMOR "ANNUAL TRAINING" HIGHLIGHTS X-XX MAY 9X

WEEK ONE

1 APR 94

	SUN	MON	TUE	WED	THU	FRI	SAT
TIME		0745-1700	0745-1700	0745-1700	0745-1700	0745-1700	0745-1700
O/C Pri Mission	<<<<<<<< PLT-LEVEL O/C SUPPORTED TRAINING >>>>>>>>				JANUS PREP	JANUS CPX	JANUS PREP
O/C 2d Mission					<<<<<<<<<< COMPANY TNG >>>>>>>>>>		
STAFF 1/16 Cav			<<<<<<<<<<<<< UNIT PREP >>>>>>>>>>>>>			JANUS CPX	UNIT PREP
SCOUT PLT	<<<<<< SCT PLT TABLES WITH O/C & EC SUPPORT >>>>>>				TSFO	TSFO	PLT TABLES
A COMPANY CDR & XO FSO 1/A 2/A 3/A	COFT	<<<<<<< PLATOON-LEVEL TABLES >>>>>>>			COFT	UNIT-LEAD PREP/TNG MINIMUM O/C SUPPORT	COMPANY-LEVEL TABLES
B COMPANY CDR & XO FSO 1/C 2/C 3/C	PLATOON-LEVEL TABLES	COFT	< PLATOON LEVEL TABLES >		COMPANY-LEVEL TABLES	COFT	UNIT-LEAD PREP/TNG MINIMUM O/C SUPPORT
C COMPANY CDR & XO FSO 1/D 2/D 3/D	< PLATOON-LEVEL TABLES >		COFT	PLATOON-LEVEL TABLES	< COMPANY-LEVEL TABLES >		COFT
D COMPANY CDR & XO FSO 1/D 2/D 3/D	<<<<<<< PLATOON LEVEL TABLES >>>>>>>			COFT	UNIT-LEAD PREP/TNG MINIMUM O/C SUPPORT	< COMPANY LEVEL TABLES >	

COFT -- Indicates unit self-supported training or support from US Army Armor Center (examples are COFT or TSFO).

PLT TNG -- Indicates training supported by the O/C Team.

X-XXX ARMOR "ANNUAL TRAINING" HIGHLIGHTS X-XX MAY 9X

WEEK TWO

1 APR 94

	SUN	MON	TUE	WED	THU	FRI	SAT
TIME	0745-1700	0745-1700	0745-1700	0745-1700	0745-1700	0745-1700	
O/C Pri Mission O/C 2d Mission	JANUS CPX THP	SIMNET PREP THP	BN EXERCISE THP	SIMNET PREP THP	BN EXERCISE THP	THP THP	
STAFF 1/16 Cav	JANUS CPX	UNIT-LEAD PREP/TNG MINIMUM O/C SUPPORT	BATTALION MOVEMENT TO CONTACT	UNIT-LEAD PREP/TNG MINIMUM O/C SUPPORT	BATTALION DEFENSE IN SECTOR	PREP/DEPLOY TO HOME STATION	
SCOUT PLT	UNIT PREP						
A COMPANY CDR & XO FSO 1/A 2/A 3/A	COMPANY-LEVEL TABLES						
B COMPANY CDR & XO FSO 1/C 2/C 3/C	COMPANY-LEVEL TABLES						
C COMPANY CDR & XO FSO 1/D 2/D 3/D	UNIT-LEAD PREP/TNG MINIMUM O/C SUPPORT						
D COMPANY CDR & XO FSO 1/D 2/D 3/D	COFT						

COFT -- Indicates unit self-supported training or support from US Army Armor Center (examples are COFT or TSFO).

PLT TNG -- Indicates training supported by the O/C Team.

X-XXX ARMOR INACTIVE DUTY TRAINING SCHEDULE
PLATOON OR COMPANY TABLES
MUTA 5/MUTA 6

FRIDAY

1800	Arrive/Dinner
1900	SIMNET Inbrief
1930	Familiarization Course
2200	Training Complete

SATURDAY

0600	Breakfast at dining facility
0730	Start Training
1200-1300 (Approx)	Lunch: MRE/Brown Bag/Mermite
1300-1700	Continue Training
1700-1800 (Approx)	Dinner: Mermite
1800-2200	Training
2200	Return to billets

SUNDAY

0600	Breakfast at dining facility
0710-0730	"Field" Chapel Service
0730-1200	Training
1200	Lunch: MRE/Brown Bag/Mermite
1300	Depart

X-XXX ARMOR INACTIVE DUTY TRAINING SCHEDULE
SIMNET BATTALION EXERCISE
MUTA 5/MUTA 6

FRIDAY

1800	Arrive/Dinner
1900	SIMNET Inbrief
1930	Conduct One Platoon Table
2130	Training Complete

SATURDAY

0600	Breakfast at dining facility
0730-0930	Company Table
1000-1130	Battalion Rehearsal
1130-1200	Lunch
1230	Start Battalion Exercise Movement to Contact (MTC)
1430	End Exercise -- end 1530 if Defense in Sector (DIS)
1530	Company & Command Post AARs (1630 if DIS)
1630	Battalion AARs (1730 if DIS)
1730	Dinner: Mermite (1830 if DIS)
1800	Start Second Exercise (1900 if DIS)
2000	End Exercise (2200 if DIS)
2030-2100	Company, Command Post, and Command Group AARs (2230-2300 if DIS)

SUNDAY

0600	Breakfast at dining facility
0710-0730	"Field" Chapel Service
0800-1200	Company Tables
1200	Lunch
1300	Unit Departs

X-XXX ARMOR INACTIVE DUTY TRAINING SCHEDULE
COMMAND POST EXERCISES
MUTA 5/MUTA 6

FRIDAY

1800	Arrive/Dinner
1900	Arrive at Janus Facility and Set Up Command Posts
2000	Brief Operations Order
2130	Depart site

SATURDAY

0600	Breakfast at dining facility
0730-0830	Conduct "commo" exercise
0900	Start Movement to Contact (MTC) Exercise
1100	Mission Complete
1100-1200	Lunch
1215-1245	Individual Staff Section AARs
1300-1400	Combined Command Post AAR
1400-1430	Prepare for Repeat Exercise
1430-1630	Execute Second MTC Exercise
1630-1730	Dinner
1730-1745	Individual Staff Section AARs
1800-1830	Combined Command Post AAR
1930-230	Brief Defense in Sector (DIS) Operations Order

SUNDAY

0630	Breakfast at dining facility
0730-0830	Unit Conducts Commo Exercise/Sets Up
0830-1130	DIS Exercise
1130-1215	Lunch
1215-1230	Section AARs
1230-1300	Combined AAR

WEEKDAY MODELS FOR AC OR RC UNITS

(1) Platoon & Company Focus:

MONDAY 0745-1700	TUESDAY 0745-1700	WEDNESDAY 0745-1700	THURSDAY 0745-1700	FRIDAY 0745-1700
* Fam Course * Plt Fund	* Plt Off & Def Tables	* Plt Off & Def Tables, Cont'd	* Co Fund Co Off Tables	* Co Off & Def Tables

(2) Company & Battalion Focus:

MONDAY 0745-1700	TUESDAY 0745-1700	WEDNESDAY 0745-1700	THURSDAY 0745-1700	FRIDAY 0745-1700
* Fam Course * Plt Fund Off * Co Fund	* Co Off & Def Tables	* Rock Drills * Mounted Rehearsal * Bn MTC	* Bn DIS Order * Rock Drills * Mounted Rehearsal	* Bn DIS
	1800-1900 * Bn MTC Order			